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Courses » Literature, Culture and Media

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Unit 13 - Week 12

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 Game Studies I Game Studies II Body Culture Studies and Representation

Assignment 12

The due date for submitting this assignment has passed.

As per our records you have not submitted this assignment. **Due on 2019-04-24, 23:59 IST.**1) Game Studies or 'Ludology' study: **1 point**

- Video and multimedia games
- History of games
- Sociological and psychological influence of games
- All types of games, act of playing them, the players and the surrounding socio-cultural issues

No, the answer is incorrect.**Score: 0****Accepted Answers:***All types of games, act of playing them, the players and the surrounding socio-cultural issues*2) The International Board Game Studies Association grew out of a colloquium which was organized in 1990 by: **1 point**

- Gonzalo Frasca
- Irving Finkel
- Espen Aarseth
- Jesper Juul

No, the answer is incorrect.**Score: 0****Accepted Answers:***Irving Finkel*3) Which of the following can be considered as a defining factor in the context of New Media Studies: **1 point**

- Acceptance of performing art as part of Cultural Studies
- Popularity of Game Studies

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Quiz :
Assignment 12

Solution of
Assignment 12

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Easy access to internet

4) Which of the following is NOT a characteristic of traditional media: **1 point**

- Socially determined effects of technology
- Spectatorship
- Immersion
- Active audience

No, the answer is incorrect.

Score: 0

Accepted Answers:

Immersion

5) The term 'ludification' describes: **1 point**

- The process of diminishing playfulness
- A culture in which play and games are not accepted as key elements of law and knowledge
- A situation in which rituals and festivals are taken seriously
- A culture in which the spread of play is a routine activity in everyone's life

No, the answer is incorrect.

Score: 0

Accepted Answers:

A culture in which the spread of play is a routine activity in everyone's life

6) Which of the following can NOT be considered as a correct definition of Gamification: **1 point**

- Gamification is the use of game design elements in non-game contexts.
- Using game thinking and game mechanics to solve problems and engage users
- Adoption of game technology and game design methods only within the games' industry
- Process of integrating game dynamics into our service, community or campaign, in order to drive participation

No, the answer is incorrect.

Score: 0

Accepted Answers:

Adoption of game technology and game design methods only within the games' industry

7) Which of the following statements can NOT be associated with Body Culture Studies: **1 point**

- It emphasizes the primacy of body as the material basis of our existence as human beings.
- It does not include sports and social time within its focus.
- It believes that it is through the interaction of bodies, that social practice and society comes into being.
- It describes and compares bodily practices within the larger contexts of culture and society.

No, the answer is incorrect.

Score: 0

Accepted Answers:

It does not include sports and social time within its focus.

8) Which of the following is NOT an effect of the media portrayal of gender role stereotypes on young children: **1 point**

- Persistent exposure to conventional and traditional gender roles impacts how children perceive themselves and their roles
- Negative portrayals can affect children's self-esteem.

- Children always enjoy traditional folk tales.
- It may hamper the growth of positive self-concepts.

No, the answer is incorrect.

Score: 0

Accepted Answers:

Children always enjoy traditional folk tales.

9) The ad campaign of cereal giant Kellogg for 'Special K', used pictures of older and larger women. Which of the following statements is correct in this context: **1 point**

- It reinforces the idea that advertisements which target middle aged women in an unconventional setting prove to be a failure.
- It underlines the age old notion that a woman's place is in the home and family only.
- In order to gain popularity, an advertisement should always depict women in highly sexual ways—thin and scantily clad.
- The advertisement was a huge success and represented a changing trend as far as the portrayal of women was concerned.

No, the answer is incorrect.

Score: 0

Accepted Answers:

The advertisement was a huge success and represented a changing trend as far as the portrayal of women was concerned.

10) The concept of Glass Ceiling was first presented by: **1 point**

- Paolo Rossetti
- Marilyn Loden
- Arlie Hochschild
- Brigitt Earley

No, the answer is incorrect.

Score: 0

Accepted Answers:

Marilyn Loden

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